

Legendary Adventure™

Role Playing Game System

Quick Start Rules

Welcome to the *Legendary Adventure™ Fantasy Role-Playing Game*. The latest creation of Gary Gygax, the game allows players to engage in all manner of fantasy play, limited only by their imaginations.



This special preview of the game offers an overview of the system, sample game characters, and an adventure that can be played in an evening. We hope you like what you read, and that you will continue to examine the whole *Legendary Adventure™* line from Troll Lord Games.

by
Gary Gygax

Fantasy Role Playing Game

Quick Start Rules

Gary Gygax

Design Team

Cover Art: Peter Bradley

Interior Artist: Bryan Swartz, Peter Bradley

Titles & Cover Design: Peter Bradley

Layout & Design: Stephen Chenault

Production Manager: Stephen Chenault

Editors: Gary Gygax



Visit us on the web at <http://www.legendary.com/>

*Troll Lord Games
PO Box 251171
Little Rock, AR 72225*



*or on the web at
www.trolllord.com
troll@trolllord.com*

Copyright © 2005 Troll Lord Games. All Rights Reserved. Troll Lord Games and the Troll Lord Games logo are Trademarks owned by Chenault & Gray, LLC. All Rights Reserved. Text is Copyright © 2005 Trige Enterprises Company. All Rights Reserved. Legendary Adventure, Legendary Adventure Essentials, Legendary Adventure Essential Bestiary, Living the Lejend, Trige Enterprise Company, and the Legendary Adventure logo are Trademarks owned by Trige Enterprises Company. All Rights Reserved.

REFERENCE INDEX

Subject Page

Abilities.....	4, 5, 6
Activation Energy Points (AEP).....	4, 5, 6
ArmorProtection.....	7
Avatars.....	4, 5, 6
Base Ratings.....	4
Combat.....	6, 7
Dice.....	4, 7
Disaster Avoidance.....	4
Harm.....	6, 7
Initiative.....	6
Lejend Master.....	4
Movement.....	6
Merits.....	7
Memory Tablets.....	5
Powers.....	5, 6

THE LEJENDARY RULES

The Lejendary Adventure game rules are designed to facilitate the creativity of the participants without shouldering them with a weighty body of rules and restrictions. The rules presented herein are streamlined and focused to provide you with a general understanding of the system and how it works. They will allow you to understand the features of the game characters and play the included adventure.

WHAT YOU WILL NEED TO PLAY

You will, of course, need to gather a group of players, each of whom should be provided with one of the game characters included herein. Each of them will need a pair of 10-sided dice (referred to hereafter as Percentile dice or d%) and a 20-sided die. It will also be useful to keep on hand a complete set of dice: a 4-sided, 6-sided 8-sided and a 12-sided die.

THE LEJEND MASTER

Before play begins, one member of the group must assume the mantle of Lejend Master, or Game Master. This person will serve as storyteller, referee and arbitrator of the game. He or she will need to be versed in these materials and familiar with the adventure. The Lejend Master's task is to be the players' eyes and ears in the game. He or she relates the imaginary action of the game to the player so their game characters can react accordingly.

THE AVATARS

The game characters of Lejendary Adventure are called Avatars. Avatars are heroes of the fantasy world, and it is up to the players to direct their actions. From the mundane to the marvelous, the Avatar is the vehicle used to enjoy the fun and excitement of play. This set contains four Avatars, ready for adventure; these should be distributed between four players before play begins.

UNDERSTANDING AVATARS

While some characteristics of the Avatar are selfexplanatory (history, appearance, personality), there are key game-related details that require some degree of explanation. These are the Avatar's Base Ratings and Abilities.

BASE RATINGS

Base Ratings signify the Avatar's mental and physical qualities. All Avatars have three Base Ratings: Health: the Avatar's physical body and its operation, including the mind and will. Health is the highest of the three Base Ratings, ranging from 40 to upwards of 100. Precision: the ability to perform actions that require accuracy, whether physical or mental. Speed: the Avatar's physical and mental ability to act, react and generally move. Speed is the lowest of the three Base Ratings, ranging from 6 to 14 at the start.

ABILITIES

Abilities are best described as skill bundles. Each is based on one of the three Base Ratings. They are broad based and cover a wide range of aptitudes. The degree of breadth varies between the individual Abilities. There is some overlap between them. An Avatar's degree of specialization within a particular Ability is dependent solely on your conception of that Avatar.

Avatars begin with 5-6 Abilities, ranked in order of importance and skill. The Ability with the highest score is ranked as the Avatar's First Ability.

OTHER CHARACTERISTICS

Activation Energy Points (AEP): This is a measurement of the energy the Avatar generates, necessary to energize magical conjurations, powers and rites, called Powers. (see Using Extraordinary Abilities and Powers, p. 5)

Disaster Avoidance: These statistics are used when the Avatar is attempting to avoid a hazardous situation, such as diving out of the path of falling rocks or resisting the effects of an Activation. If the Avatar has been taken by surprise, than an Avoidance check against Speed x2 or even the Speed BR should be called for, otherwise a check against Speed x3 or x4 is appropriate.

USING BASE RATINGS AND ABILITIES

Many times during play the Lejend Master will need to check to see if the player's Avatar, or some LM-controlled character, can perform a specific action. Base Rating and Ability scores are the numbers used for checks of this sort. While Ability scores are used in most instances, some occasions Lejendary Adventure™ Quick Start Rules 3 will require that a Base Rating serve to establish the odds of successfully completing the action, such as when the Avatar lacks the required Ability. A d% roll is used for all checks. A roll equal to or less than the score indicates success on the part of the Avatar. This chance may be adjusted for those situations involving a greater or lesser challenge. An unadjusted roll of 100 (00) indicates an automatic failure. Likewise, a check resulting in a roll of 01 indicates the Avatar has performed the task perfectly and with the maximum efficiency possible.

ABILITY DESCRIPTIONS

The Abilities described herein are limited to those possessed by the Avatars available within these Quick Start rules. The Base Rating on which the Ability described is based appears in parentheses.

Arcana (Speed): All having to do with forbidden lore, arcane knowledge, ancient mysteries, lost information, hidden and secret things, etc. For every five points in this Ability, the Avatar gains +1 point to his Activation Energy pool.

Archery (Precision): All having to do with bows, crossbows, footbows, hand catapults, fletching, bow and crossbow weapon mending and making, etc. (see Archery, p. 6 for more information on using this Ability).

Chivalry (Health): All having to do with courtly behavior, manners, diplomacy, persuasion, precedence, castles, fortification and siegecraft, siege engines, command, management of lands, livestock, riding, mounted combat, etc. For every five points in this Ability, the Avatar gains a +1 bonus to her Weapons Ability and a +1 harm bonus to all armed attacks.

Enchantment (Speed): All having to do with the activation of enchantments, enchanted objects, enchantment effects, etc. (See Using Extraordinary Abilities and Powers, p.4)

Evaluation (Health): All having to do with the type and threat of a person or other creature, the type of an object and its value, and situational evaluation. This is one of two Abilities commonly used for “perception” checks.

Hunt (Precision): All having to do with hunting afoot and/or mounted, woodcraft, survival, the chase, riding, tracking, recognition of flora and fauna, concealment and camouflage in woods, etc.

Learning (Health): All having to do with knowledge, learning, and information, astronomy, geography, history, language, law, literacy, mathematics, medicine, philosophy, religion, etc.

Mechanics (Health): All having to do with mere tinkering and repair all the way to building, carpentry, constructing, design, engineering, forging, invention, materials, metals, etc.

Physique (Health): All having to do with endurance, fitness, muscular development, physical power and strength, etc. For every ten points in this Ability, the Avatar gains a +1 Harm bonus to all melee attacks.

Planning (Health): All having to do with command, leadership, preparation for action, exploration, mapping, logistics, supply, attacking, siege machinery operation, riding, military ambush, defending, and so on.

Ranging (Health): All having to do with hazardous travel, riding, scouting, scavenging, smuggling, swimming, and also outdoors craft, survival in the outdoors, camouflage, concealment, deadfalls, pits, poaching, traps and trapping, etc.

Scrutiny (Precision): All having to do with examining, observing, searching, and watching, as well as researching and tracking down information. This is one of two Abilities commonly used for “perception” checks.

Stealth (Precision): All having to do with access, escape, evasion, lurking, silence, skulking, sudden unexpected attack, being unheard in approach or departure, being hidden from view, undetected by watchers, and so forth.

Weapons (Precision): All having to do with personal weapons, small arms used to strike or send missiles, and even normal unarmed strikes as well as defensive accouterments of armor and shield. This includes the knowledge of craftsmanship, construction, and repair of all from armor, axes, and arrows and bows to swords and even whips. However to construct or repair items the Mechanics Ability is also required.

USING EXTRAORDINARY ABILITIES AND POWERS

Extraordinary Abilities afford the Avatar a certain election of Powers: spells, charms, conjurations, rituals and the like. Employing one successfully requires, as with all other Abilities, a check against your Avatar’s Ability score.

Enchantment: Wizards and Thaumaturgists deal in the mystical arts, including the employment of shadow magic and illusion. Enchantment is perhaps the most multi-faceted and ever present of the Extraordinary Abilities.

Theurgy: Priests and their minions are common throughout the civilized world, and use this Ability to the benefit of all. There are two Orders of Theurgy: that of Hallowing and Glory -- whose agents battle demonic forces and evil unliving spirits, and Service and Care -- who employ this Ability as healers and care-givers. Those who study this Extraordinary Ability do so in the service of a deity or pantheon.

ACTIVATION ENERGY POINTS

All Activations and Powers require energy. These energies are measured in terms of Activation Energy Points (AEP). An Avatar’s AEP are based on his Speed BR. When a Power is activated, its cost in AEP is deducted from the total.

Many Activations may be augmented or enhanced by spending additional AEP.

An Avatar’s base AEP are equal to her Speed BR multiplied by four. They regenerate at a rate equal to the Avatar’s Speed BR every two hours. Four or more hours of uninterrupted sleep doubles this rate of regeneration.

MEMORY TABLETS

To use any Activation or Power, the Avatar must first inscribe it on a Memory Tablet. A Memory Tablet is a small sheaf of vellum or thin beaten metal (copper), about 4”x5” in size. These devices form a metaphysical link to the Avatar. This link can be broken if these tablets come into the possession of another individual and handled or destroyed.

A single tablet can support four individual Powers.

POWER GRADES AND COSTS

Each Power is listed according to a Power Grade, ranging from Very Minimal to Extreme. These grades offer a general impression of the power of the conjuration, illusion or rite. Regardless of their Ability score, no Avatar is restricted from employing any Activation regardless of grade so long as he has inscribed it on one of his Memory Tablets.

MODIFIERS TO ABILITY USE

Condition	Modifier
Severe Constraints	+31 to +51
Constraints	+10 to +30
Enhancements	-1 to -15
Special Enhancements	-16 to -30
Extraordinary Enhancements	-31 to -50

Theurgy (Speed): All having to do with belief and deities, dedication and faithful service, the summoning of good spirits, power deity approval, upholding the faith, protection of the faithful. (See Using Extraordinary Abilities and Activations below.)

Legendary Adventure

The greater the grade of the Activation, the more AEP it costs to employ, and the longer it takes to complete. Very Minimal Activations, for instance, cost the Avatar only 2 AEP, and are completed in one second. At the other end of the spectrum, Extreme Activations cost 12 AEP and require 20 seconds to complete. In some special circumstances, additional time and AEP costs are called for.

POWER GRADES AND COSTS TABLE

Grade	Time	Power
Very Minimal, I	1 seconds	2
Minimal, II	2 seconds	3
Low Moderate, III	3 seconds	4
Moderate, IV	4 seconds	5
Good, V	5 seconds	6
Very Good, VI	7 seconds	7
Strong, VII	9 seconds	8
Very Strong, VIII	12 seconds	9
Major, IX	16 second	10
Extreme, X	20 seconds	12

POWER DESCRIPTIONS

Among the Avatars included with this adventure there are Tamyra, a mage, and Hamund, an ecclesiastic dedicated to the Order of Service and Care. Only the Powers known to these Avatars are listed here.

Hundreds more are detailed in Legendary Adventure game rules.

COMBAT

Combat is broken into segments of time called Activity Blocks (AB). One AB is 12 seconds long. AB's are further segmented into four 3-second segments called Counts (ABCs).

INITIATIVE

Before combat begins, all parties must determine Initiative. This will set your Avatar's "turn" in battle. Initiative is determined by rolling a d10 and adding your Avatar's Speed BR. Actions then proceed in order from highest to lowest score. Initiative is determined at the beginning of each ABC.

POWERS AND INITIATIVE

The time costs for many Powers are out of sync with ABs and ABCs. Since each ABC is comprised of 3 seconds, a -3 initiative penalty is applied for every second into the ABC the activation takes. For example, a Very Minimal Activation has a time cost of 1 second, which amounts to a -3 Initiative penalty in the ABC the activator initiates the action. A Very Good Activation has a time cost of 7 seconds, which amounts to a -6 Initiative penalty in the second ABC following its initiation (7 seconds = 2 ABC+1 sec).

Rolls against your Avatar's Ability are made at the time of completion, not initiation.

MOVEMENT

An Avatar's range of movement is generally listed in feet per ABC. This indicates the maximum range the Avatar can cover in a given ABC.

ABILITY CHECKS

Unless a situational matter prohibits it, all combatants may act each ABC. Combat is handled like any other Ability. The Weapons Ability handles all melee weapons, while the Unarmed Combat ability handles brawling, boxing and martial arts. The Archery Ability is a slightly special case (see Archery, p.6).

ARCHERY

Unless it has a higher score, you do not use your Archery Ability to attack with a bow or crossbow. Rather, for every 10-points you have in this Ability, you get to add one point to your Weapons Ability when using those missile weapon. You likewise get to add one point of Harm for every 10-points in Archery. So what happens if you don't have the Archery Ability? Crossbow attacks are then made at 75% of your Weapons Ability, bow attacks at 50%!

As with any Ability check, the Lejend Master can impose modifiers, positive or negative, if he feels the situation mandates it. Don't hesitate to describe your actions in detail, your method of attack, defensive movements, whatever. Not only will it make the game more enjoyable for you and your friends, but it will give the Lejend Master a better idea of what sort of modifiers might apply.

PRECISION BONUS

A lot of weapons offer a Precision Bonus to the Avatar that wields them. This is a reflection of how easy they are to use. This bonus is added to your Weapons Ability before your dice roll, giving you a better chance of hitting your opponent.

HARM

Harm is counted against your Health BR. All weapons do an amount of Harm ranging from around 1-20 points. A 20-sided die is used to determine the amount delivered by your Avatar's weapon. In some cases, weapons have a higher minimum Harm. In these cases, a roll below the minimum always does the minimum.

There are two ways for your Avatar to do more than standard Harm to an opponent. If you roll 10% or less of your Weapons Ability, your hit ignores your opponent's armor. He takes the entire amount of Harm with no protection! If you roll a 01, your attack not only ignores your opponent's armor, but does maximum Harm as well!

Some Abilities (Chivalry, Physique) provide both a Harm bonus and/or a special Precision bonus applied to your Avatar's Weapons ability.

When rolling Harm, a roll of 20 indicates your Avatar is entitled to roll for additional Harm. This is done by rolling a "half-die." If you roll a natural 20 for Harm, you get to add a d10 of Harm on top of that. If you roll a 10 there, you get to roll another d5. This additional Harm is still limited by the Min/Max Harm potential of your weapon, however.

So do I get to roll a d10 automatically if I roll 01 on an attack roll? Not exactly. You still roll for Harm as usual, and if you roll a 20 you can start rolling half-dice. If not, you just do 20 points of Harm (or your weapon's maximum potential Harm if that is lower) plus any bonuses.

ARMOR PROTECTION

When you are hit, your opponent's Harm roll is compared against your Armor Protection. The difference is subtracted from your Current Health. Also remember, armor has Health too; it takes Harm just like your Avatar, and when it runs out, it's useless.

Many Avatars will carry a shield. Shields can be very effective at blocking Harm, but are only effective against a particular number of opponents. This is based on the size of the shield. When an Avatar fights with a shield for protection, Harm first accrues to the shield, then armor, in that order.

Remember that since armor protection only absorbs damage, weapons designed to subdue and restrain your Avatar can be quite potent. They can leave you defenseless against other opponents' attacks. Caution is advised.

INJURY AND RECOVERY

When an Avatar accumulates Harm equal to his normal Health BR, he is unconscious, and at a negative value equal to 10% (rounded up) of Health, death occurs. For example, an Avatar with Health Base Rating of 53 is slain when total Health reaches - 6 points. Anytime before then, Health may be restored by Extraordinary means or through normal healing.

Avatars normally recover Harm at a rate of 1 point per day.

CONVENTIONAL DICE TERMS

In the majority of cases, you will be called upon to roll a d% (BR and Ability checks) or a d20 (Harm). In some instances however, irregular dice rolls are called for. When this is the case, the term XdY is used, X being the number of dice rolled and Y being the type of die. For instance, 1d4 would call for the roll of a single 4-sided die, while 4d6 would call for the roll of four 6-sided dice.

In some cases, the terms d3 or d5 are used. To determine these rolls, use a d6 or a d10 and just halve the roll.

MERITS OF PLAY

With each adventure, your Avatar becomes more formidable. This is done through the expenditure of Merits earned through play.

Merits are rewards granted to each Avatar for solving puzzles, outwitting or defeating opponents, and for the player's skill at roleplaying. From 250 to 300 merits should be awarded for an average four hour session of play, though in exceptional circumstances, the award could be much higher.

The Lejend Master can also award special Ability-specific merits for outstanding use of that Ability in play, should she so desire. These awards typically range from 10 to 25 points per award. These awards can be used to encourage creative solutions to problems and "outside the box" application of Abilities.

Players may spend accumulated merits to raise their Ability or Base Rating scores or learn new abilities. Ability-specific merits may only be spent to raise that ability.



Legendary Adventure

MARZELLINUS SORKIN GLADESFREID

Male Human Noble

Marzellinus is second son and third child to Earl Rolek Sorkin Gladesfreid of the Principality of Itherland. He is fiercely loyal to his family's name and honor, and would never willingly besmirch it. He is young, only 17, and has the quick temper of youth. Still, he is quite capable and has been well trained, surpassing even his eldest brother, Himmel, in ability.

When Himmel's abduction became known, Marzellinus demanded the honor of bringing vengeance to his brother's kidnappers. Were it not for his exceptional abilities, Earl Rolek would no doubt have denied his son, fearing yet another loss to his family. Instead, Marzellinus was teamed with a band of capable adventures and offered the blessings of Odin on his quest.

Marzellinus clings viciously to the hope he will find his brother alive. He will not be deterred from this view, despite the cynical beliefs of Master Dralrof, who he respects as a warrior. Marzellinus is tall with dark brown hair worn long. He has broad shoulders and a boyish face. He is optimistic and determined, headstrong and short of temper. He values his family's honor above all things.

Weapon	Base Harm	Precision Bonus
Lance	1-20+19/1-40+19*	+0/+10*
Cutting/Thrusting		
Sword	4-20+19	+10
Heavy Cutting		
Sword	11-20+19	+0
Long Dagger	-20+19	+10
Fist (unarmed)	1-4+3	+20
Kick (unarmed)	1-6+3	+5
*when charging.		

Armor	Protection	Health
Steel, Plate Full	12	660
Shield (Standard)	8 (vs. 2 opponents)	80

KNACK

• Instinctive Riding – will never take a tumble from a mount; able to induce any mount to reach a speed 10% faster than normal.

QUIRK

• Impatience – during times of stillness or inactivity, the Avatar is likely to do something active to relieve his impatience, perhaps something annoying.

BASE RATINGS

Health 81
Precision 39
Speed 11

ABILITIES

Chivalry 81
Weapons 31 (47*)
Hunt 23
Physique 32

Scrutiny 10

*includes bonus from Chivalry

DISASTER AVOIDANCE

Speed x2 22

Speed x3 33

Speed x4 44

MOVEMENT

Walking 10 ft./ABC

Trotting 30 ft./ABC

Run 60 ft./ABC

EQUIPMENT

- Cash: \$15,000 (30 gold coins of \$500 each)
- war horse, charger
- pack mule
- saddle, tack, and saddle bags
- sword, cutting & thrusting (with belt and scabbard)
- sword, cutting, heavy (with scabbard, horse secured)
- dagger, long (with sheath)
- food and wine for six days on pack mule
- a water skin with a shoulder sling

THE NOBLE ORDER

The nobility, from the great lords to the petty gentry, are found in most, although not all, states of the world. They are recognized, sometimes perforce, by all in such states, and even elsewhere, as they are the masters of much.

TAMYRA

Female If Mage (Odyran)

Tamyra's people have long called the March of Froekenberg home, even before it was so named by the Principality of Itherland. They are a gregarious, forest dwelling folk, and willing subjects of the Prince.

One of a long line of Odyrans, Tamyra is respected among her people. An accomplished enchantress and sage, her father was aid to the tribal chieftain. She has no such aspirations, much to her family's irritation. Tamyra prefers the quiet isolation of the forest and the peace it brings. Tamyra is well versed in the dark legends of the Fahrland Valley, a place her people once hunted but now avoid. When her people learned of the disappearance of a Himmel Sorkin Gladesfreid, they called upon her to assist in his rescue, as a guide to the band Earl Rolek was sending.

Tamyra is lithe of body, with wide eyes that miss nothing. She has an inquisitive nature and often asks questions with no consideration for prudence. She is more reserved than others of her kind and enjoys a certain sense of privacy.

Weapon	Base Harm	Precision Bonus
Long Thrusting		
Sword	3-20	+20
Long Dagger	1-20	+10
Fist (unarmed)	1-4	+20
Kick (unarmed)	1-6	+5

Armor	Protection	Health
Leather Half	6	80

RACIAL CAPACITIES AND HANDICAPS

- Natural Affinity with animals – normal animals may be called, calmed or controlled so as to prevent attack or flight (check against Speed x4)
- Enhanced Vision – able to see in darkness as if dim twilight.
- If tend to be disorderly in thinking and actions, gullible, judgmental and rash. They lack self-discipline.
- Ilves are quite attractive by human standards.

BASE RATINGS

Health 59
Precision 65
Speed 16
AEP 74(includes bonus from Arcana)

ABILITIES

Enchantment 64
Arcana 51
Weapons 46
Hunt 39
Stealth 33
Learning 10

DISASTER AVOIDANCE

Speed x2 32
Speed x3 48
Speed x4 64

MOVEMENT

Walking 14 ft./ABC
Trotting 43 ft./ABC
Running 86 ft./ABC

EQUIPMENT

- Cash: \$1,000 (2 gold coins of \$500 each)
- Sword, thrusting, long (with scabbard)
- Dagger, long (with sheath)
- food for three days in a shoulder pouch
- a water gourd with a shoulder sling
- Memory Tablet, 2; with 8 Powers

THE MAGE ORDER

The company of enchanters are known as Mages in their own circles. Mages are found in cities, towns, and even in more rustic locales. However, only larger communities have organized guilds.

TAMYRA'S ENCHANTMENT POWER

Disrupt Power (Very Minimal)

Time Cost: 1 sec. Power Cost: 2 AEP

By activation of the energy of this Power the enchanter attempts to cancel the effect of the energy of another Power of any Ability that has been placed upon a subject of animal, mineral, or vegetable nature by another individual so able. If the energy to be deactivated is of a Grade higher than Very Minimal, extra AEPs must be invested at the time of activation of this Power for it to have any chance of success. If AEPs invested in the disruption equal or

exceed those of the Power to be effected, chance for successful activation are normal. However, if more than one Power is present, the Disrupt Power enchantment will have to have energy equal to or in excess of all Powers so active, and it will then only deactivate the least potent of the two or more Powers active. Thus, this is not an effective means of negating Extraordinary objects.

Phantom Self (Very Minimal)

Time Cost: 1 sec. Power Cost: 2 AEP

This Power creates a seemingly substantial duplicate of the enchanter. This phantom image can sustain harm equal to 20% of the enchanter's health before the energy fades and it is gone; furthermore, it has what amounts to -16 armor protection as regards harm inflicted upon it. The phantom self can, as the enchanter wills, do one of three things, variation possible during the time the energy lasts: 1) walk (rather stiffly) away at up to normal speed, 2) stand relatively motionless and gesture or point, or 3) collapse and lay prone without moving. The energy of the enchantment lasts for 10 to 20 ABCs of time. Until it fades, however, the Phantom Self seems real, will appear as a corpse if appropriate.

Shooting Stars (Very Minimal)

Time Cost: 1 sec. Power Cost: 2 AEP

This Power enables the enchanter to direct a cloud of shimmering sparks of energy five-feet in radius in the direction indicated by pointed finger, is within sight of and up to 240 feet distant. There are 10 such energy sparks in the cloud, and each target within the radius indicated will be impacted by one or more of them, with the central target being struck by one-half (five) of these glowing energy missiles. Each bit of energy delivers 1d2 points of harm ignoring any and all forms of armor protection, supernatural forms included. For each additional three AEPs expended by the enchanter at time of activation, two more "shooting stars" are created in the cloud. Regardless of the total number engendered, one-half will always strike the central target subject pointed to by the activator.

Flame Fan (Minimal)

Time Cost: 2 sec. Power Cost: 3 AEP

This Power causes a tongue of flame to sprout from the air in front of the enchanter's hand and shoot out to up to 20 feet distance, striking an area one foot height and depth, five feet width; all targets that are within the strike area suffer 1d4+8 points of harm while any easily inflammable material therein (including bristles, light cloth, fur, hair, paper, thin bits of wood, etc.) will catch fire. If the subject is set afire thus, an additional 1d3+5 points of harm occurs. A fire with sufficient fuel started thus will burn for not less than four minutes realtime, and in burning create thick smoke in a moderate-sized underground area.

Pass Barring Force (Low Moderate)

Time Cost: 3 sec. Power Cost: 4 AEP

By means of this Power the enchanter is able to so attune body and all things normally worn and carried so as to pass through some barring Extraordinary force field. Slipping through thus does not affect the energy otherwise protecting an area. For each additional 2 AEPs invested at time of activation, one other living subject of around man-sized (a horse, for instance is about the size of four men) can also be attuned to pass through some barring Extraordinary force field.

Legendary Adventure

Personal Armor 3 (Low Moderate)

Time Cost: 3 sec. Power Cost: 4 AEP

This enchantment endures for 1.5 to 2.5 hours. During this period, the enchanter has low moderate armor protection provided by Extraordinary energy. 6 points of Harm delivered to the subject so protected are negated. The enchantment will absorb up to 90 points of harm thus before it is exhausted. It works only alone, without other like enchantment or other Extraordinary activation, and any similar personal protection enchantment placed upon the subject after this is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection and be used by a subject in conjunction with this Power. Only non-metallic body armor, ordinary or Extraordinary in nature, that is worn will be effective.

Leduc's Inescapable Drowsiness (Moderate)

Time Cost: 4 sec. Power Cost: 5 AEP

This preternatural Power enables the one activating it to select any one living subject in sight and within 40 feet distance. Following activation, the activator must stare at the subject and murmur under his or her breath a continual chant of droning sort to direct the enchantment's energy so that within one ABC of time, the subject falls into a drowse, eyes shut, and unalert. Only a very loud noise, strong odor, or touch will rouse the drowsing subject during the next 10 ABCs. If the subject of the Power is truly sleepy, and left undisturbed, that individual will then fall into a deep, near-comatose sleep for from 1-100 minutes additional time. Any attack upon the subject drowsing or sleeping is made at the most favorable adjustments, of course.

Counterpower Contingency (Strong)

Time Cost: 9 sec. Power Cost: 8 AEP

This supernatural Power does nothing unless the enchanter who brought it into being is directly the focus of a baneful Power aimed directly at him or her by a hostile individual. In such case it is then triggered and negates the energy and effect of the Power so aimed at its activator. Note that any Grade of Power is negated thus, but in so negating the activation, this Power is itself expended and gone. Its energy lasts until negated by an attacking Power or for one hour of time has elapsed after its activation, whichever first occurs.

HAMUND

Male Human Ecclesiastic

Order of Service and Care

A devotee of Bragi and follower of the Tenoric pantheon, Hamund is an outgoing man, quick with a song or a story. While his attempts to play the harp lack the skills of a true skald, his tales have a captivating presence.

Hamund is a healer by trade and respected within his order. When Marzellinus Sorkin Gladesfreid organized an expedition to find his missing brother, Hamund was sent by the temple elders to join the band. He is not accustomed to such close dealings with the noble class, but is no less enthusiastic for the chance to journey into such untamed wilderness as the Fahrland Valley.

Hamund is in his mid-forties, balding with narrow features. He is not especially tall or formidable in appearance. He has a musical voice that demands attention. While Hamund prefers simple robes

and sandals to hard boots and armor, he does not shy from conflict, especially in causes he believes in.

Weapon	Base Harm	Precision Bonus
Short Thrusting		
Sword	2-20+4	+20
Long Dagger	1-20+4	+10
Fist (unarmed)	1-4+4	+20
Kick (unarmed)	1-6+4	+5
Armor	Protection	Health
Steel Mail Half	8	260

PATRON DEITY

• Bragi (Tenoric Pantheon) – The god of poetry, eloquence, and harp playing. He is the patron of skalds. Bragi is the son of Odin. His symbol is the harp and cup.

KNACK

• Story-Telling – can spin a yarn that adds 10% to his chance to convince others of some assertions; 90% likely to be able to captivate an audience of listeners for as long as he keeps speaking, but each minute requires an avoidance check to see if the listeners' attention is lost.

QUIRK

• Nature Loving – believes in keeping things “the way nature intended;” he puts ecology ahead of other considerations and wishes to protect flora and fauna from harm, even at his own expense.

BASE RATINGS

Health 77

Precision 44

Speed 13

AEP 52

ABILITIES

Theurgy 52

Scrutiny 35

Physique 46

Learning 31

Weapons 10

DISASTER AVOIDANCE

Speed x2 26

Speed x3 39

Speed x4 52

MOVEMENT

Walking 12 ft./ABC

Trotting 35 ft./ABC

Run 70 ft./ABC

EQUIPMENT

• Cash: \$5,000 (10 gold coins of \$500 each)

• mule

• saddle, tack, and saddle bags

• sword, thrusting, short (with scabbard and belt)

• dagger, long (with sheath)

• food for three days in a shoulder pouch

• a water gourd with a shoulder sling

- devotional object (harp)
- devotional symbol (a silver charm worn on a necklace)
- propitiatory materials
- votive materials
- Memory Tablet, 2; with 7 Activations

THE ECCLESIASTIC ORDER

The priesthood, clergy, and religious society from the humble monk to the high prelate are found all states of the world, although not necessarily in formal hierarchy. They are recognized, sometimes perforce, by all in such states as their deities are honored, and elsewhere, possibly respected or dishonored, as their pantheon has renown or not.

HAMUND'S THEURGY POWERS

Invocation of Service (Extreme)

Time Cost: 20 sec. Power Cost: 12 AEP

This is a necessary Invocation of the Supernatural that is enacted prior to any Rite of this Order. Without first activating it, no Rite will have any meaning, for through the Invocation an energy channel is opened and through it comes the force for the completion of a Rite. After Propitiation and Votive preparations, activation of the Invocation requires only the normal 20 seconds time.

Save from Evil Rite (Major)

Time Cost: 16 sec. Power Cost: 10 AEP This Rite of mass sanctification enables the Theurgist to channel benign force so as to bless all people and creatures before him or her. It confers upon all assembled believers, and their animals, an immunity from attacks by Living Dead or spirit creatures that affect Health, Precision, Speed, or any Ability through an agency other than direct physical attack and Harm. The protection lasts for a period of one week. The cost in Activation Energy Points added at time of activation is one per seven subjects.

Armor of Faith (Very Minimal)

Time Cost: 1 sec. Power Cost: 2 AEP

Through the agency of this Power the theurgist is able to confer to himself or herself and a number of assembled others of like faith a preternatural armor providing -2 protection against all physical Harm, and even Harm caused by evil/malign living dead creatures and spirits seeking to draw some form of Health, Speed, or Precision from the protected individual, up to 44 points total. The armor lasts until it has absorbed 44 points, then the energy is dissipated. For each 5 AEPs expended at the time of activation, one additional individual can be so protected.

Confer Health Benison (Moderate)

Time Cost: 4 sec. Power Cost: 5 AEP

This Power enables the theurgist to remove any and all physical Harm to Health inflicted upon or suffered by another during the previous four Activity Block Counts, up to a maximum of 20 such Harm points, as long as the subject is touched by the theurgist and is not dead. Harm removed includes that from acid, cold, disease, electricity, fire, flame, heat, poison, toxin, venom, etc.

Divine Evil Focus (Very Minimal)

Time Cost: 1 sec. Power Cost: 2 AEP

The theurgist employs this agency to discover the focus or lair of any creature of spirit of intense evil/malign sort such as one of the

living dead, restless dead or even nether spirits. Upon activation it will immediately point the theurgist towards the strongest evil within a radius of 70 feet underground or indoors, 700 feet above ground and outdoors. Thereafter, the theurgist must continue to expend an additional 2 AEPs per 12 seconds time (one AB) to keep the Power active and thus continue to provide the direction of the evil/malign focus/lair. Upon coming to a place where the site is in view, and it being no more than 12 feet distant underground or indoors, 120 feet distant above ground and outdoors, the theurgist will perceive a dark and sinister emanation of vapor-like sort arising from that spot.

Dismiss Influence (Minimal)

Time Cost: 2 sec. Power Cost: 3 AEP

This Power enables the theurgist to remove any single evil or malign energy from one subject he or she touches while activating the Power, or who is then subsequently touched within the following ABC time. The energy of this Power dissipates the effect of any one (the weakest if there are two or more) evil or malign energy then active on the subject, removing it instantly. Any form of dementia, insanity, lunacy, madness, etc. induced by sight is removed thus, but that caused by a Power of any sort requires the subject of the Dismiss Influence activated upon him or her to subsequently succeed in a check against current Speed BR x6, failure indicating the mental malady remains undismissed.

Heal (Low Moderate)

Time Cost: 4 sec. Power Cost: 5 AEP

The energy conveyed by the activation of this Power returns 4d4 points of Health Base Rating lost by the subject touched. For each added AEP invested at time of activation, to a maximum of six AEPs additional (10d4 total healing), the theurgist restores an additional 1-4 points of Health to the subject. The points of Health lost can be from any sort of Harm, and restoration is immediate. This Power may be used no more than once per day upon the same subject. No Health total above full normal Base Rating can be gained thus.

DRALROF CRAIGENNBROW

Male Dwarf Soldier

The Hall of Craigennbrow has long held court below the peaks of the Olpian Mountains. For many years, they have been on friendly terms with the Gladesfreid family.

Dralrof has come to serve his people as something of an ambassador, living among humanity as an aid and counsel to Earl Gladesfreid. While he may grouse and pine for the windswept peaks of his homeland, he finds no lack of fulfillment in his current service. A friend and mentor to young Marzellinus, he demanded the right to accompany the young lord on his journey. Dralrof has advised Marzellinus that the chances of finding his brother alive are slim, but these words have fallen on deaf ears. Standing only 3 1/2 feet tall, though nearly twice as broad, Dralrof's dark leathery skin stands in sharp contrast to his red hair and beard.

His build is barrel shaped. Dralrof is a skilled warrior and veteran of many campaigns. He has a cynical mindset and is naturally distrusting. He is nonetheless an excellent judge of character.

Legendary Adventure

Weapon	Base Harm	Precision Bonus
Battle Axe	7-20+4	+5
Long Dagger	1-20+4	+10
Belt Axe	2-20+4	+10
Fist (unarmed)	1-4+4	+20
Kick (unarmed)	1-6+4	+5

Armor	Protection	Health
Steel Mail Half	9	260
Shield (Buckler)	6 (vs. 1 opponent)	100

RACIAL CAPACITIES AND HANDICAPS

- Fast Healing – recovers lost Health at a rate of 2 points per day.
- Enhanced Vision – able to see in darkness as if moderate twilight.
- Enhanced Scent – olfactory senses are five times that of humans.
- Enhanced Hearing – can hear sounds pitched below human hearing range, but have difficulty hearing high-pitch sounds.
- Toxin Resistance – contact/inhaled poisons inflict only half Harm, ingested/insinuated poisons always inflict maximum Harm.
- Dwarves have a decided tendency to exhibit the traits of greed, gluttony, avariciousness and covetousness.

BASE RATINGS

Health 67
Precision 61
Speed 11

ABILITIES

Weapons 61
Ranging 54
Physique 47
Planning 40
Mechanics 34
Evaluation 10

DISASTER AVOIDANCE

Speed x2 22
Speed x3 33
Speed x4 44

MOVEMENT

Walking 10 ft./ABC
Trotting 30 ft./ABC
Run 60 ft./ABC

EQUIPMENT

- Cash: \$2,500 (5 gold coins of \$500 each)
- Horse, stallion
- saddle, tack, and saddle bags
- Axe, Battle
- Dagger, Long (with sheath)
- Axe, belt
- food for three days in a shoulder pouch
- a water gourd with a shoulder sling
- Wound healing salve, 7- applications (doubles rate of healing/day)
- Armor repair tools

THE SOLDIER ORDER

The military society is pervasive virtually everywhere for defense of home, people, country. Soldiers (or at least warriors) are recognized by all, and as they attain rank are accepted in the upper class groups to a greater or lesser extent.



THE ADVENTURE

THE RED-FACED DEVILS

“The Red-faced Devils” is a short scenario designed to be played in an evening. A band of Avatars racing to rescue the heir of a prominent noble must confront a hidden evil in the wilds of that lord’s hunting lands. Play requires five people, four to play the Avatars provided in these Quick Start rules and a fifth to assume the role of Lejend Master. The adventure is divided into a series of encounters. Each presents the Avatars with a different series of challenges and, at the same time, will allow you to explore different facets of the rules.

What follows is for the Lejend Master’s eyes alone. If you will be participating in this adventure as an Avatar, STOP READING NOW. Otherwise, you will spoil many of the surprises in store for yourself and your fellow players.

LEJEND MASTER INFORMATION

This scenario is designed to be playable with the Lejendary Adventure Quick Start rules. It should require an evening of play to complete, though with minimal effort and some improvisation, you could expand it to last multiple play sessions. In some cases, additional rules may be necessary to adjudicate an encounter. In these cases, the rule in question is presented in a special sidebar.

The material presented in boxed text is to be read aloud to the players.

The adventure is divided into a series of encounters. Each present the Avatars with a different series of challenges and, at the same time, will allow you to explore different facets of the rules.

BACKGROUND

The March of Froekenberg is a wild and scarcely populated province of the Principality of Itherland. Many of the lords of Itherland possess small estates and hunting lodges on the border of the province, as the unspoiled wilderness is full of game.

Recently, Lord Rolek Sorkin Gladesfreid was awarded additional lands and title in the Principality, including some pristine lands in a hilly valley in Froekenberg. Two weeks ago, Lord Gladesfreid’s eldest son and heir, Himmel, set off with a small hunting party to explore his father’s new lands.

A few days ago, word was sent to the lord that a member of his son’s party had wandered into a nearby village, wounded and disoriented. He claimed savage little people with bloody red faces had ambushed Himmel’s camp in the night. None but he escaped. The rest were taken.

To avenge the wrong done to his family, Marzellinus has volunteered to lead a small band into the valley in search of his brother. They are accompanied by an elf Odylan – an enchantress – whose people have long dwelt on the lip of the valley. She is both guide and protector, for her people have long feared something evil and otherworldly had gained a foothold in the valley.

The adventure begins as the Avatars arrive at the valley, a day’s ride from the village of Sallton, where Himmel’s man was found.

PLAYER INTRODUCTION

You arise from your camp at the edge of Fahrland valley, rested from a hard day’s ride. As the morning sun creeps over highlands to the east, it illuminates the deeply forested vale below, wrapped in the embrace of the lowlands of the Olpian Mountains. The pristine wilderness, unmarred by civilization, seems radiant in the newborn light, as a chorus of birds offer praise to their unknown gods.

But the beauty is deceptive. Somewhere below lie the remains of Lord Gladesfreid’s hunting party, and the devilish fiends that ambushed them.

Each of you has taken it upon yourself to seek out and rescue Lord Gladesfreid from his vile captors, or avenge him in the case of his death. Duty permits you but a moment to take in the beauty of the vale before reality must tarnish your view. Your mounts have begun to grow anxious, anticipating the adventure that lies ahead.

GETTING STARTED

Before progressing farther, give the Player Handout: Tamyra’s Dream to the player of that Avatar.

The Valley itself is perhaps 3 miles deep and 10 miles in diameter, with the interior filled with trees. These fan out to encompass the foothills and lowland mountains along the far ridge. The lip of the valley where the Avatars have camped is only lightly forested.

The woodlands are populated by a broad variety of game. A few predators hunt here as well, but these can be easily avoided. Those Avatars able in Hunt or Ranging can navigate the forest.

ENCOUNTER ONE: POACHERS

Shortly after the Avatars begin their trek down into the valley, call for all the players to make an Ability check against their Hunting or Scrutiny Abilities. Those who succeed will detect the presence of the poachers before they can be seen, either through tracks, the blood trail of a dead animal, or voices echoing through the forest. If none succeed, they will be oblivious to the presence of the poachers and are likely to come upon them by complete surprise.

At the same time, you should make a check against the poachers’ Speed BR. If any of them succeed, they have detected the approaching Avatars and will attempt to hide in the foliage to set an ambush, which requires another check against the poachers’ precision.

If they have detected the poachers, the Avatars can likewise attempt to surprise them. This requires a successful Hunt or Stealth check by

Legendary Adventure

any Avatar who is attempting to do so. Failure does not immediately alert the poachers, but will foil their chance for surprise.

If any of the Avatars come up with an inventive method to detect or surprise the poachers, you should award them with a –10 bonus to their Ability roll. If, on the other hand, they disregard the signs of the poachers’ presence, award those characters a similar bonus on their ambush attempt. After all this is done, read the following text aloud to the players:

As you move to cross a dry-gully, filled with tangled briars, you spy the corpse of a large stag. Quick examination reveals it to be in the process of being field-dressed.

If the poachers have been surprised, they are in the process of field-dressing the stag as the heroes arrive. If not, they will spring their ambush from the surrounding foliage and rush to attack the Avatars.

POACHERS (5): Health 25, Precision 30, Speed 10.

Weapon	Harm	Range (ft.)	P Bonus
Light Bow	1-20	50/150/300	+5/0/0
Long Dagger	1-20	--	+10
Belt Axe	2-20/3-20	--/30	+10/--

Armor	Protection	Health
Cloth full	6	66

Possessions: Cloth full armor, long dagger, light bow (10 arrows), belt axe, \$200 (20 silver coins) each.

The poachers will fight until three of their numbers are dead, at which time they will flee into the forest. The Avatars could attempt to track them to their camp, in which case you should proceed to the Special Encounter: The Poachers’ Camp. Otherwise, continue to Encounter Two: The Crone.

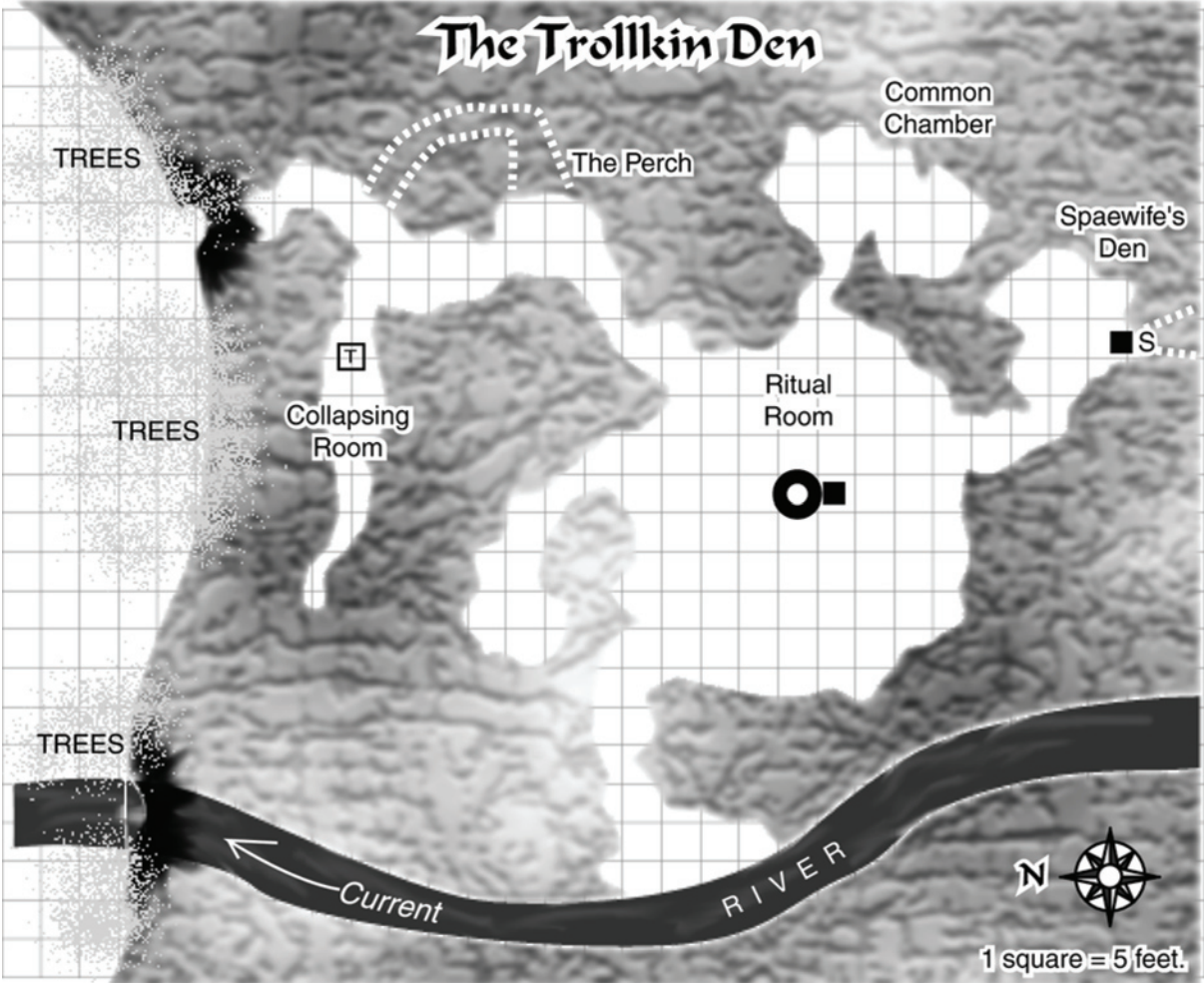
MOUNTS

Three of the Avatars possess mounts. These have the following statistics:

War Horse, Charger: Health 70, Precision 25, Speed 28. **Attack:** Kick for 1-20+1 Harm. **Defense:** Hide affords the horse 2 points of armor protection.

Horse, Stallion: Health 50, Precision 25, Speed 28. **Attack:** Kick for 1-12+2 Harm. **Defense:** Hide affords the mule 2 points of armor protection.

Mule: Health 55, Precision 10, Speed 16. **Attack:** Kick for 1-12+3 Harm. **Defense:** Hide affords the horse 2 points of armor protection.



FOR THE PLAYERS: TAMYRA'S DREAM

You emerge from the deep woods into a sunny glen. The light is cold and stark, as if in winter. You turn your face to the sky, hoping for warmth but find none.

"What you seek is near," a voice behind you says. It is a woman's voice, deep and wise. You turn quickly but find no one -- only the deepening shadows of the forest.

"The gaunt man is famished." Again you twist about. Standing at the center of the glen is a cloaked figure. Despite the light, her features are hidden from you.

"The ritual of blood grows nigh," she says. Though you cannot see her face, you have the distinct impression she is smiling. "Once he has taken his fill he will call the shadows to his command." She points to her left. A forest is burning. You awake with a start!

SPECIAL ENCOUNTER:
THE POACHERS' CAMP

It will take a good three hours to track the poachers to their campsite. If there are survivors from Encounter One present, then the camp will be on alert and ready for the Avatars. If not, it is possible for the Avatars to take them by surprise. The camp is fairly small, with the remains of a fire surrounded by bedrolls. Nearby is a post where pelts have been hung to cure. Some fifty yards from the camp is a pit where remains have been buried.

POACHERS (3 plus any survivors): Health 25, Precision 30, Speed 10.

Weapon	Harm	Range (ft.)	P Bonus
Light Bow	1-20	50/150/300	+5/0/0
Long Dagger	1-20	--	+10
Belt Axe	2-20/3-20	--/30	+10/--

Armor	Protection	Health
Cloth full	6	66

Possessions: Cloth full armor, long dagger, light bow (10 arrows), belt axe, \$200 (20 silver coins) each.

LEAD POACHER: Health 40, Precision 35, Speed 11.

Weapon	Harm	Range (ft.)	P Bonus
Javelin	1-20 3	0/75/180	--
Heavy Knife	3-20	--	--
Short Thrusting Sword	2-20	--	+20

Armor	Protection	Health
Leather half	6	80

Possessions: Leather half armor, heavy knife, javelin, short thrusting sword, \$1,000 (10 small gold coins of \$100 each), Bright Bubble.

The players can attempt to recruit the poachers to their cause. Once their numbers are depleted, their leader killed and if there is no escape, this rabble will agree to anything to save their hides.

A check against an Avatar's Chivalry or Planning could be made with an appropriate bonus or penalty depending on how the Avatar in question handles the matter. Note that while she lacks either of these Abilities, Tamyra's attractiveness would make it easy to bend the poachers to her will.

ENCOUNTER TWO: THE CRONE

As the Avatars forge deeper into the wood, following the trail of Lord Gladesfreid's hunting party, they come across the rustic home of an old hag.

Under the shadow of the canopy the trail twists and turns, following the game trails as Lord Himmel was so want to do. As you near the center of the vale, you spy among the trees an old cottage of wood and clay with a thatched roof. A thin trail of smoke rises from the chimney.

If the Avatars approach the cottage they will find it unlocked. The air within smells of warmed spices.

Upon command the item will instantly cease shedding light, shrink, and fly back to the possessor's hand. However, when it is enlarged and illuminated, the Bright Bubble is vulnerable to Harm. It has protection of -20 but any single attack inflicting more than 20 points of Harm upon it at one time will utterly destroy it.

BRIGHT BUBBLE (Minimal Grade Item) This is an egg-shaped sphere of brass upon which some magical sigils have been engraved. When the possessor utters the words indicated by the sigils and hurls the sphere where desired (up to 90 feet), the object swells in size to become as large as a person's head. The Bright Bubble then float twenty feet in the air or ceiling level, whichever is lower. It emanates a soft but bright illumination that spreads to a radius of 30 feet in all directions, and anything with a distance of from 31 to 60 feet will also be partially illuminated in light and shadow.

QUESTIONS AND ANSWERS

These are just some of the questions that might be asked and the answers provided. You will have to improvise with other questions. Be prepared for the players to be creative.

Is Lord Himmel Gladesfreid still alive? Yes.

Did the gray skinned men abduct him? Yes.

Does this have to do with the gaunt man and the rite of blood? Yes.

Are the gray skinned men friendly? No.

Is the gaunt man human (ilf, dwarf, etc.)? No.

MONSTERS AND COMBAT

To keep things simple, most monsters and NAC (Non-Avatar Characters) do not need a complete list of Abilities. Instead, just use the Precision BR for all combat related Abilities. Harm still detracts from Health, and Speed is used in determining Initiative as usual.

A kettle simmers over a low burning fire in the fireplace. The contents are an eclectic mix: old moth-eaten quilts thrown over haggard furniture and copper pots and kettles about the kitchen. As

Legendary Adventure

the Avatars investigate, the owner of the cottage returns. She is an old hag of a woman, tall and heavily cloaked with pasty wrinkled flesh and smelling faintly of earth. Her limbs are fine and long, almost spidery. Her name is Gorka, and Tamyra will immediately recognize her as the woman in her dream.

Gorka: Health 20, Precision 35, Speed 18. Possessions: see below for noteworthy possessions.

Powers:

- Three times each day, Gorka can perform a Divination. With this power, she can ascertain a “yes” or “no” answer to any one question.
- Gorka can, at will, reduce herself to a glowing wisp. In this form, she can fly at three times her normal movement rate and has an effective Speed BR of 27.
- Gorka can, at will, create a magical barrier that bars the door of her house. The barrier has effective armor protection of 20 and 80 points of Health. It can be affected by mundane items. When the barrier’s Health is reduced to zero, the energy maintaining it dissipates.

Weapon	Harm	Range (ft.)	P Bonus
Staff	1-8	--	+5
A armor	Protection	Health	
Cloth full	6	66	

The kettle in the fireplace contains a Dark Amoeboid that Gorka has been keeping as part of an experiment. This creature will only attack if disturbed. For instance, if one of the Avatars were to try and stir the “broth” with a spoon. . . . If an Avatar actually touches the amoebid, no Precision check is needed to determine if the creature’s attack succeeds – the Harm comes automatically.

Dark Amoebid: Health 40, Precision 50, Speed 5. **Attack:** An amoebid of this type oozes a strong acid secretion for 1d4+8 points of continuing Harm. The acid ignores armor protection and delivers full and equal Harm to all objects and flesh in contact each ABC. **Defense:** An amoebid of this type has 10 points of protection against acid, cold, electricity, fire, and Harm from weapons.

Any attempt to move the kettle in the fireplace has a 20% chance of spilling the amoebid on the Avatar(s) in question. If any of the flaming coals are scattered, there is a 30% chance each ABC of starting a fire that will spread quickly to consume the cottage. Gorka will not take the intrusion lightly, but will not be immediately aggressive towards the party. She has grown used to isolation and is shunned for her wicked appearance. If treated kindly and not threatened, she will respond in kind.

The crone has no knowledge of Tamyra’s dream. She is a skilled diviner and mystic and will not discount the possibility that some magic was involved.

About the “little people with bloody red faces,” Gorka can tell the party that indeed a tribe of little men with gray skin, neither kobold nor boggart, have long dwelt among the southern foothills. She has little contact with them, but does not recall them to be friendly to the likes of man or other civilized races.

If asked, Gorka will agree to do a divination for the Avatars. She will gather a sack of bones and a mat scrawled with arcane markings.

Furthermore, if made aware of the nature of their quest, Gorka will provide each Avatar with a draught of Mirana’s Health Restorative.

If the Avatars attack Gorka, she will change to wisp form and fly up the chimney to escape. While therein, she will create a magical barrier sealing the doorway of her cottage.

If killed, she will utter a curse upon the Avatars with her dying breath. Each Avatar must roll a check against their Speed BR. Failure indicates the curse has affected them. Avatars so cursed suffer an automatic +10 penalty to all Ability checks (but not BR checks). Furthermore, their first attack on any opponent will always miss. An Ecclesiastic with the proper Powers can lift the curse. It is beyond Hamund’s capabilities at this time. Counterpower Contingency will guard against the curse as well.

MIRANA’S HEALTH RESTORATIVE (Moderate Grade Item) A liquid that, if consumed in a one-ounce draught, imbues the drinker with potent energy that will either destroy any active disease, infection or toxin in the body, or (if he is not affected by any such dangers) supply him with from 21 to 40 points of lost Health. Note that Health restored thus can never exceed the full normal Health BR of the individual.

ENCOUNTER THREE: THE MASSACRE

Twilight is nearing as the Avatars come upon the remains of Lord Himmel’s hunting party. You are first alerted to the scene by the smell of rot and the buzzing of flies. The corpses of seven men lay amongst the foliage, covered in large black flies. They have been dead for some time. The corpses have been stripped of all possessions and left for the scavengers. Some appear to have been partially devoured.

A brief examination will reveal this to have indeed been Lord Himmel’s hunting party. His body, and those of at least two others are not amongst the dead here. The ground is littered with tracks. With the confusion of battle, and with the time that has since passed, it is difficult to follow many of them. A check against an Avatar’s Hunt, Ranging or Scrutiny Ability should be made at a +20 penalty. Success indicates they have determined the direction Lord Himmel and his men were taken. True to the forester’s stories, the tracks left by those captors are only half the size of a man’s footprint. There were upwards of ten of these little men involved in the ambush that slaughtered the hunting party. With twilight setting in, you should encourage the party to make camp and establish a watch order. Following the trail in the dark is not impossible for some of the Avatars, but it is still more difficult. The human Avatars will be at a +50 penalty to their relevant Ability checks at night, while the dwarf and elf will only suffer a +10 penalty.

ENCOUNTER FOUR: PREDATOR IN THE NIGHT

This encounter occurs whether the heroes are camped for the evening or roaming through the forest at night. If camped, roll randomly to determine which watch the encounter occurs upon.

Panther (1): Health 35, Precision 45, Speed 19. **Attack:** A panther will strike with a paw rake for 1d8+1d3+2* Harm, and can bite for 1-20 Harm. **Defense:** A panther has 7 points of armor due to speed and dodging.

ENCOUNTER FIVE: AMBUSH

Read the following aloud to the players: The new day dawns to find you hot on the trail of Lord Himmel's captors. You have long passed the nadir of the valley and now find yourself on an uphill course. With captives in tow, the tracks become increasingly easier to follow. Ahead of you, above the treeline, you can clearly see the foothills of the Olpian Mountains looming beyond. At this point, you should secretly make checks against the Avatars' Hunt, Ranging and Scrutiny Abilities. If any of these succeed, that Avatar will not be surprised with what lies ahead.

A band of trollkin are waiting in ambush for them. Trollkin are small, slate-skinned humanoids, standing around 3-1/2 feet tall with bullet-shaped heads. Cranial hair grows in a straight shock atop the point of the head. These trollkin wear a red mask of paint over their faces, giving them an almost demonic visage.

PERCEPTION CHECKS

There are a variety of Abilities that may be used to observe and notice things out of the ordinary. Foremost among these is Scrutiny. In the forest setting of this adventure, Hunting or Ranging may also be used. If the Avatar does not possess an appropriate Ability, a check against Speed may be made.

Evaluation is used primarily in the observation of people and to assess quality of construction or the value of an object, not the Avatar's environment. It should therefore not be used as a full-time substitute for Scrutiny.

Cave trollkin (12): Health 25, Precision 25, Speed 10.

Weapon	Harm	Range (ft.)	P Bonus
Lasso*	1	30/3'	--
Weighted Throwing Net**	1	10/4'	--
Rock Thrower***	1-20	5/75/150	--
Belt Axe	2-20/3-20	--/30	+10/--

* Target suffers only 1 point of Health loss but is immobilized for as long as the lasso remains in place – until it is cut free of the individual using the lasso is killed.

** Target suffers only 1 point of Health loss but is immobilized for as long as the net remains in place.

*** Rock-throwers are billets with a cup, similar to a short lacrosse stick, which can launch a goose-egg sized stone up to 150 yards

Armor	Protection	Health
Leather half	6	80
Buckler	6 (v. 1 op)	100

The trollkin will attack without mercy. Their aim is to capture as many of the Avatars as possible. If all the Avatars are captured, proceed to the Encounter Five and Ritual of Blood. Those who manage to escape will have to track the trollkin to their lair and penetrate it on their own to rescue their companions. If their numbers are reduced to three or less, the remaining trollkin will attempt to flee.

Possessions: Lasso and belt axe (x6), weighted throwing nets and rock throwers (x6), small shields, leather half armor, 30 feet of hemp rope, \$30 (30 copper coins) each.

ENCOUNTER SIX: THE TROLLKIN DEN

The devilish trollkins' trail leads to a small cave in the foothills on the southern end of the valley. The arch of the cave is marked with strange, wicked totems and seems to give off an aura of malaise.

The caves are unlit. With the exception of Dralrof, all Avatars will find themselves cramped by the ceiling's five foot height, forcing them to stoop as they make their way through the rough, winding passages. The walls are decorated with primitive art, depicting vile deeds: murder, devilry, and the consumption of human flesh. One of the images depicts several red-faced trollkin bowing before a taller, red-faced man.

This encounter is divided into parts, each describing a section of the trollkin cavern according to the map.

COLLAPSING TRAP

This passage leads to a dead end. The trollkin have rigged it to collapse. A tripwire, mid-way down the hall, will set the collapse in motion. A successful Scrutiny or Ranging check will spot the tripwire, but only if that Avatar is in the lead. Otherwise, any Avatar that does not notice the trap has a 9 in 10 chance of triggering it.

Once activated, each Avatar must make a check against their Speed BR, modified by their order of procession. The last Avatar in line, closest to the opening of the passage, makes her check at 4 times her Speed BR. Thereafter, each makes it at one level less, the one who activated the trap making it with no modifier. Any unfortunate soul who fails this check is caught in the collapse and is lost.

Triggering the trap will alert the Trollkin, who will arrive in mass to deal with the intruders in three minutes time.

THE PERCH

At this point of the cavern is a shelf, providing a lofty vantage point for six trollkin guards. They will immediately attack intruders that reach this point, leaping into melee, hooting and howling in alarm. Their cries will bring other Trollkin warriors in three minutes.

Cave trollkin (6): Health 25, Precision 25, Speed 10.

Weapon	Harm	Range (ft.)	P Bonus
Rock Thrower*	1-20	25/75/150	--
Javelin	1-20	30/75/150	--
Club	1-20	--	--
Knife	1-20	--	--

Legendary Adventure

* Rock-throwers are billets with a cup, similar to a short lacrosse stick, which can launch a goose-egg sized stone up to 150 yards

Armor	Protection	Health
Leather half	6	80
Buckler	6 (v. 1 op)	100

Possessions: rock thrower and knife (x2), 3 javelins and knife (x2), club and knife (x2), small shields, leather half armor, \$30 in coins.

THE COMMON CHAMBER

This large, double chambered cavern serves as sleeping area and den for the trollkins. Mats of straw and similar materials are scattered about the room, along with misplaced bones, totems, and (10%) a copper coin (15 in all).

THE SPAEWIFE'S DEN

The arch of this cavern is carved and painted with profane images of reverence. It is quite obviously the dwelling of a witch-doctor or shaman of some sort. The contents of the cavern are fine compared to the Common Chamber. The Spaewife sleeps atop a comfortable pile of moldy blankets and bedrolls (perhaps those once used by Lord Himmel's party). The walls are decorated with a myriad of images. Along the far eastern wall is an altar fashioned of bones, human and animal.

About the base of the altar lay the spaewife's treasures: \$3,000 (in a variety of gold, silver and copper coins), \$4,000 in loose gems and crystals, an Eye of Otherworlds and a draught of Vurmund's Wormseye Hydromel.

The altar conceals a secret passage that leads up, out of the confines of these caverns. The passage is actually only 2 inches in diameter, leading into a cone-shaped passage that widens to five feet after some 30 feet. If her life is threatened, the spaewife will attempt to use this passage as a means of escape, consuming the draught to do so.

EYE OF OTHERWORLDS (Low Moderate Grade Item)

A one-inch diameter, roughly spherical silver object with two smoky lenses imbedded into the surface on opposite sides. When peering through the lenses in the direction of any non-material creature or otherwise invisible object within 60 feet distance, the viewer can see it clearly. The field of view is wideangled, covering 60 degrees, so it requires only six separate sightings to view a full 360 degree circle.

VURMUND'S WORMSEYE HYDROMEL (Moderate Grade Item)

A liquid that if consumed in a one-ounce draught causes the drinker to diminish in height and weight to five percent of normal. All items that are normally worn and carried in hand are also affected by this Power, so that equipment, weapons, etc., are shrunken proportionately. The affected individual has full normal Health but no attacks with hands, feet, or hand-held weapons are possible against things larger than about five times his size.

Extraordinary capacities remain unaffected. Movement speed is only halved while so miniaturized, but action speed is double normal base. The effect lasts one hour.

ENCOUNTER SEVEN: THE RITUAL OF BLOOD

As the Avatars emerge into the Ritual Room, read the following aloud to the players: This chamber is cavernous as compared to the rest of the caves. Here, the ceiling rises up to height of nearly 20 feet.

Kneeling in a ring around a hole cut in the stone floor are over a dozen trollkin. Their chants echo throughout the chamber. At the eastern edge of the well stands a monolith of stone, sculpted crudely with the image of a large spider atop its seven foot height. Candles set into it illuminate the ritual. Circling the well dances a witch woman, decorated in bones, jewels and talismans and wielding a wicked dagger. She uses this blade to cut and slice the three naked unconscious forms that hang suspended from chains above the pit. In a shock of horror, you realize Lord Himmel is amongst them.

If any of the Avatars were captured in Encounter Four, they will also be suspended here. Otherwise, these will be men from Lord Himmel's party. Himmel is clinging to life by a thread, as the trollkin spaewife cuts him, his blood pouring freely into the pit. If the ritual is interrupted, the trollkin will not hesitate to attack!

Cave trollkin (15): Health 25, Precision 25, Speed 10.

Weapon	Harm	Range (ft.)	P Bonus
Javelin	1-20	30/75/150	--
Knife	1-20	--	--

Armor	Protection	Health
Leather half	6	80
Buckler	6 (v. 1 op)	

Possessions: rock thrower and knife (x5), 3 javelins and knife (x5), club and knife (x5), small shields, leather half armor, \$30 in coins.

Trollkin Spaewife: Health 30, Precision 35, Speed 15. **Powers:** A spaewife can use special powers, one per ABC, at will:

- A glare to cause a single subject to act at half normal speed when watched.
- A stare that can deliver 3-5 points of Harm, regardless of armor, to a single subject (Speed check negates)

Possessions: Cloth half armor, dagger, jeweled necklace (\$5,000), jeweled anklet (\$1,000), emerald ring (\$2,000), one Very Minimal and one Low Moderate Extraordinary Items

Weapon	Harm	Range (ft.)	P Bonus
Short Dagger	1-20/1-20	--/40	+5/--

Armor	Protection	Health
Cloth half	3	44

The chains binding Lord Himmel and his companions (perhaps a few of the Avatars) are thick and heavy, but the locks are not of the finest quality. A check against the Mechanics Ability or, alternatively, a check against the Precision BR at a +30 penalty will suffice to break the lock and free the captives.

If rescued, Lord Himmel and any of his surviving men will tell the Avatars they were to be sacrificed to the trollkins' god that dwells in

the pit. Their injuries are extensive and their care has not been good. Even with extraordinary healing, they will not be capable of combat for at least some time.

ENCOUNTER EIGHT: THE WELL

In examining the well, read the following aloud to the players: Beyond the pit lies a black cavern. The smell of foulness and decay rise from it. In the shadows, you think you might hear the barest hint of laughter. It is a drop of 30 feet from the ritual cavern into the well below.

The pit is home to the gaunt man – a demon whom the trollkin worship as a god. It has corrupted these savage people wholly and now uses them to capture fresh prey to sate its hunger. It will watch from the darkness of the cave should the Avatars invade its domain. At first, it will approach them in its human guise. It will seek to draw close to the Avatars, discerning their strengths and weaknesses before attacking. If Hamund is still with the party, he will be the demon's first target. The demon will use its abilities to its best advantage, shape-shifting into its bestial form to attack, and materializing and dematerializing to confuse the party. It will use its possession ability only as a last resort, masquerade as that Avatar to escape destruction!

Demon (1): Health 100, Precision 66, Speed 13. **Attacks:** A minor demon can strike with its claws, inflicting 1d4+19 points of Harm that disregards all protection. It will then seize and hold the opponent motionless – unless the victim succeeds in an avoidance roll (+13 penalty to roll) against Speed x4 – for a biting attack the

following ABC. That attack delivers 1d3+2 points of Harm and Venom for 1d4+16 Harm, both ignoring all protection.

Powers:

- A demon can shape-shift in 1 ABC to the form of a normal-appearing human or an unnatural, 80-inch diameter spider. The demon will have the attack capacity of the form assumed, including weapons use in human form, but retaining its Extraordinary armor protection.
- A minor demon can, at will, dematerialize or materialize in one ABC.
- A minor demon can, while in non-material form, expend 13 points of Health (as if sustained Harm), and possess the body of any person then touched. This succeeds on a roll of 33% or less – with a penalty equal to the subject's Speed if the target is intelligent. If successful, only Hamund can evict the possessing spirit with his Dismiss Influence Activation. When evicted, the demon instantly returns to its own realm. Defense: A minor demon has 14 points of armor protection against material attacks, so Harm inflicted must generally accrue through Extraordinary attacks, including Harm added by Extraordinary weapons and Activations. The touch of a sanctified devotional object inflicts 1-2 Harm despite the evil force otherwise protecting the creature.

COMPLETING THE ADVENTURE

Demon and rescue of Lord Himmel, the Avatars' tas Merits, the Lejend Master should give each Avatar 50 more Merits for dealing with the demon, with a special prize of 100 Merits for the Avatar most responsible for success in this encounter.